PlayStation

NTSC U/C

PlayStation

TEEN

CONTENT RATED BY ESRB

SLUS-01418
18008

GUNDAM BATTLE ASSAULT 2

BANDAI

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

In this game, you can experience several Gundam Universes!

In Future Century 61, Domon Kasshu is on a quest to find his brother. With an array of Gundam fighters in his path, Domon must combat his brother, who has been infected with evil DG Cells.

Heero Yuy is back with all the Gundam customs from Gundam Wing Endless Waltz. Can they put an end to Treize Khushrenada's evil plans?

Use Amuro Ray to fight the popular mobile suits of Universal Century 0079. Take Gundam RX-78 to its limits to stop Char "The Red Comet" Aznable and the Principality of Zeon!

Get ready for the ultimate in Gundam fighting action!!

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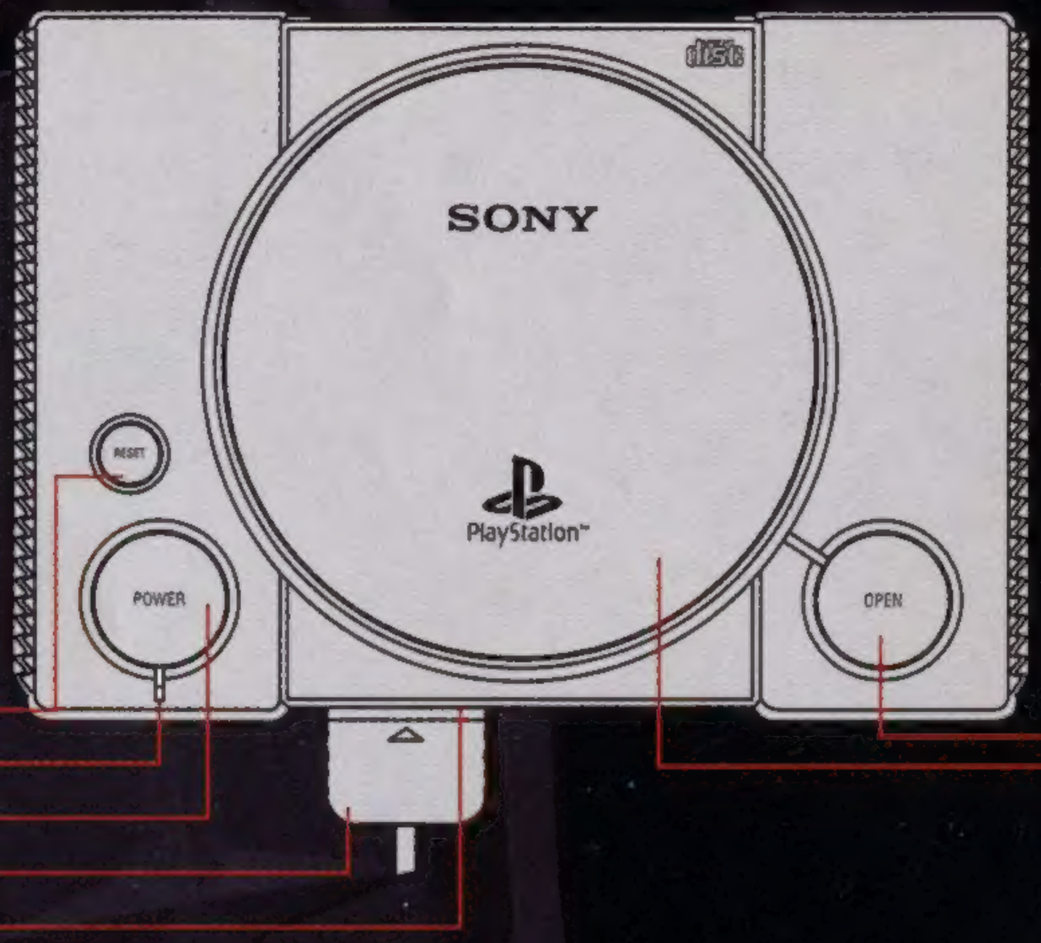
SYSTEM



Make sure the power is off before inserting or removing a compact disc. Insert the Gundam Battle Assault 2 disc and close the disc cover. Turn on the PlayStation® game console.

CONTROLLER

You can use a regular controller, but we recommend the DUALSHOCK® analog controller so you can enjoy the full experience of Vibrating Battle Action. With the DUALSHOCK® analog controller, selecting Vibration On in the Option Menu enables the Vibration Mode.

DUALSHOCK® ANALOG CONTROLLER

L2 Button
L1 Button
SELECT Button
DIRECTIONAL BUTTON
LEFT ANALOG STICK
L3 Button
ANALOG MODE BUTTON
R2 Button
R1 Button
START Button
△ Button
□ Button
○ Button
✕ Button
RIGHT ANALOG STICK
R3 Button

BASIC OPERATION

L1 Button	Not Used
L2 Button	Not Used
Directional Button	Move in Menu
SELECT Button	Not used
START Button	Start Game
R1 Button	Not Used
R2 Button	Not Used
△ Button	Go to Previous Menu
○,✕,□ Button	Select in Menu

BATTLE MODE

L1 Button	Not Used
L2 Button	Not Used
Directional Button	Jump, Crouch, Forward, Retreat, Forward Dash, Back Dash
SELECT Button	Not Used
START Button	Pause (Reset to Title Screen)
R1 Button	Thruster (Aerial Movement)
R2 Button	Not used
△ Button	Strong Punch
○ Button	Strong Kick
✕ Button	Weak Kick
□ Button	Weak Punch

Thruster Mode: Press directional button ↓→ + R1 button.	Stun Attack: Get close to the enemy → + △.
Block: Press directional button in opposite direction from enemy's attack.	Mega Special Attack: Press ↓→ + any 2 attack buttons (△, ○, ✕, □).
Dodge, Shield: Press any 2 attack buttons (△, ○, ✕, □).	

(These commands assume player is facing right.)

STARTING THE GAME

SELECTING GAME MODE

After setting your "Gundam Battle Assault 2" disc correctly in the PlayStation® game console, turn it on. The Title Screen will be displayed. Press the START button to go to the Start Menu Screen. Here you can select Street Mode, Versus Mode, and Time Attack Mode. Use the ⬆⬇ directional buttons to select, then press the START or ⊗ button. In all modes, you win by destroying your enemy's armor. If time runs out the player with the most armor left on the Armor Gauge wins.

STREET MODE

Choose your mobile suit from the Player Select Screen. Follow the story as you battle with 8 different mobile suits. Defeat all 8 to finish the game and see the ending. In case of a tie or loss, you are sent to the Continue Game Screen. Select YES and press the START or ⊗ button to continue your battle. Select NO to return to the Start Menu Screen.

VERSUS CPU

Battle the computer as the mobile suit of your choice. Select the computer's mobile suit, level of strength, and stage where the battle will take place.

VERSUS 2P

Battle against a friend as the mobile suit of your choice. Select the level of strength and where the battle will take place.

TIME ATTACK A

Defeat 8 mobile suits at random as fast as you can (except for boss MS). Battle begins after selecting the mobile suit of your choice.

TIME ATTACK B

Defeat the 4 bosses as fast as you can. Battle begins after selecting the mobile suit of your choice.

SURVIVAL

Defeat as many mobile suits as you can. Battle begins after selecting the mobile suit of your choice. There is no time limit in this mode. You battle until you are defeated. For each mobile suit you defeat, your current Armor Gauge recovers along with your ammunition and one Mega Special Attack icon (you cannot have more than 3).
*There is no time limit regardless of option settings.

RECORD

View the best times for the Time Attack Modes and best score for Survival Mode.

OPTION

Change settings for: Game Level, Time Limit, BGM, Controller Configurations, and Save/Load data.

OPTION MENU

SELECTING OPTION MODE

To select a setting use the directional button ⬆⬇ and press ⊗ button.

GAME OPTION

Select the CPU difficulty for Street mode, the Time limit, turn Pilot Display ON/OFF, turn Hit Display ON/OFF.

CONTROLLER OPTION

Change controller settings by selecting the action with the ⬆⬇ directional buttons and pressing ⊗ button. Change button configuration with ⬅➡ directional buttons, and press ⊗ button to confirm.

SOUND OPTION

Choose Stereo/Mono sound, BGM volume, BGM test, and Voice test.

SCREEN ADJUST

Adjust the screen position.

MEMORY CARD

Select Save or Load with the ⬆⬇ directional buttons and press the ⊗ button.
Select "No" or "Yes" and press the ⊗ button.

GAME SCREEN

THRUSTER GAUGE

When the gauge is empty you cannot use the thrusters. It will replenish when not in use.

TIME REMAINING

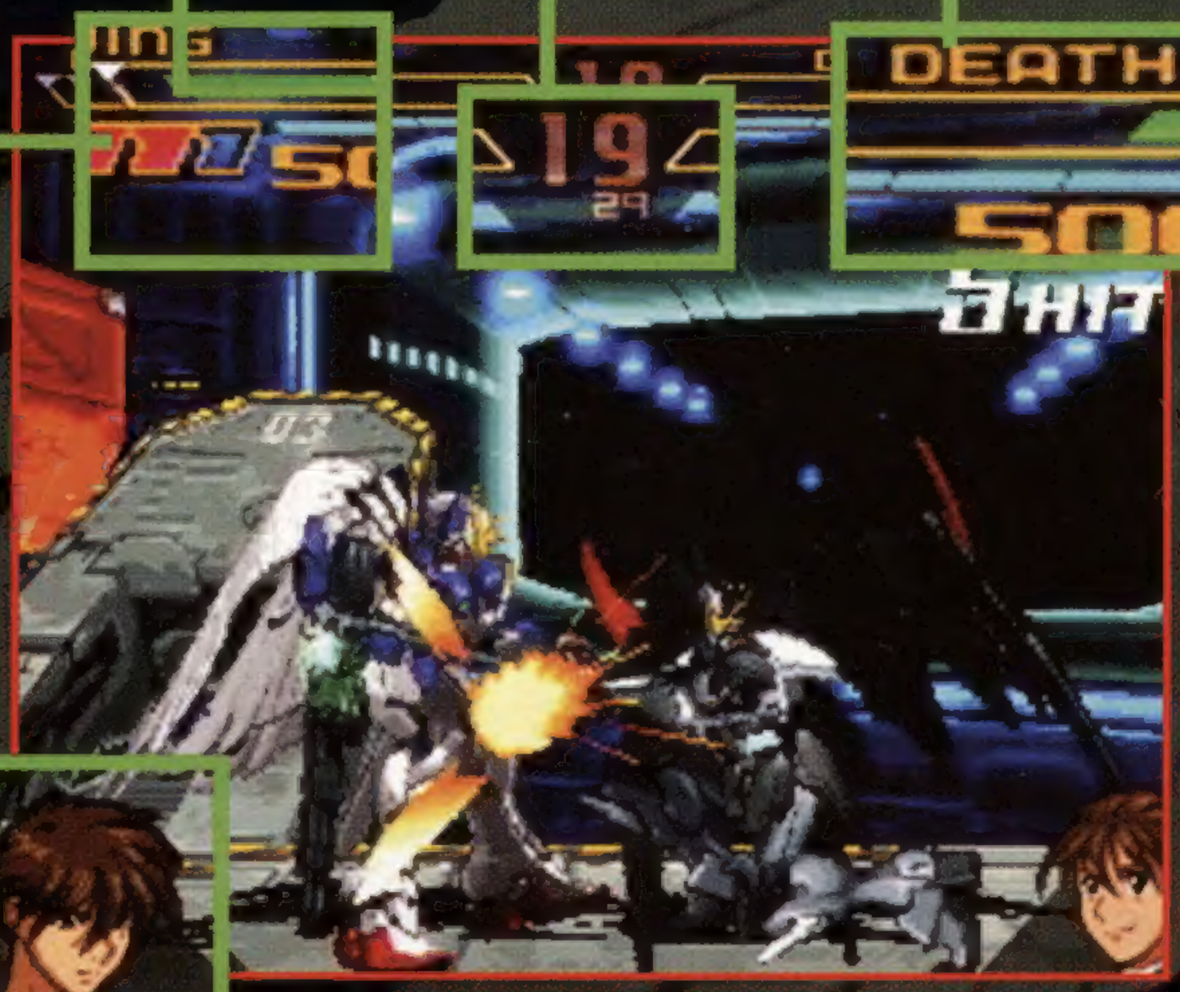
MOBILE SUIT NAME

ARMOR GAUGE

Each mobile suit has three Armor Gauges. As you are damaged, the gauge will decrease. The first to lose all three Armor Gauges loses.

AMMO COUNTER

This shows the ammo available to each mobile suit for its Special Attack Weapon. When this reaches "0," the weapon cannot be used.



PILOT ON BOARD

MEGA SPECIAL ATTACK

Each mobile suit can only use "Mega Special Attack" three times. Each icon represents one attack.

ACTION

In addition to regular attacks (p. 03), there are special moves.
(These commands assume player is facing right.)

THRUSTER

THRUSTER: Start thruster with R1 button.

- Press the directional button to select direction of movement.
- Each mobile suit's thruster speed and time vary.
- When the Thruster Gauge is empty, thrusters cannot be used.

VERNIER MODE

VERNIER MODE: Directional button ⬇➡ + R1 button.

- You can only control vernier movement with the directional button.
- You cannot defend against any attacks while in flight.
- When Thruster Gauge is empty, this mode cannot be used.

DASH

FORWARD DASH: Tap directional button ➡➡.

- When your mobile suit is on the ground, tap the directional button twice in a forward direction to dash forward.

BACKWARD DASH: Tap directional button ⬅⬅.

- When your mobile suit is on the ground, tap the directional button twice in a backward direction to dash backward.

DEFENSE

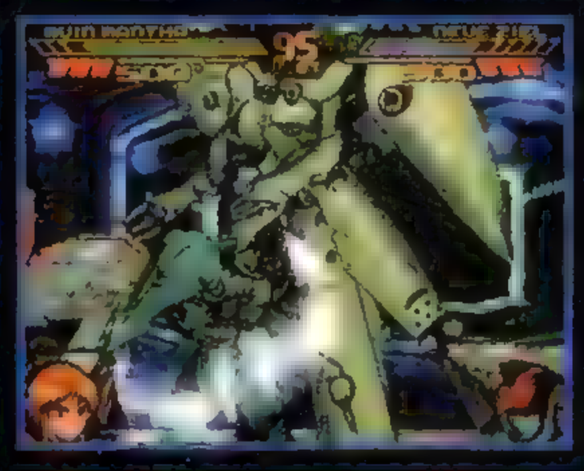
DEFENSE: Press the directional button in opposite direction of enemy mobile suit.

- You cannot defend yourself from certain ground attacks while standing (e.g. Beam Saber).
- You cannot defend yourself from aerial attacks while crouching.

DODGE & SHIELD

DODGE & SHIELD: Press 2 or more attack buttons (✕,○,□,△) simultaneously.

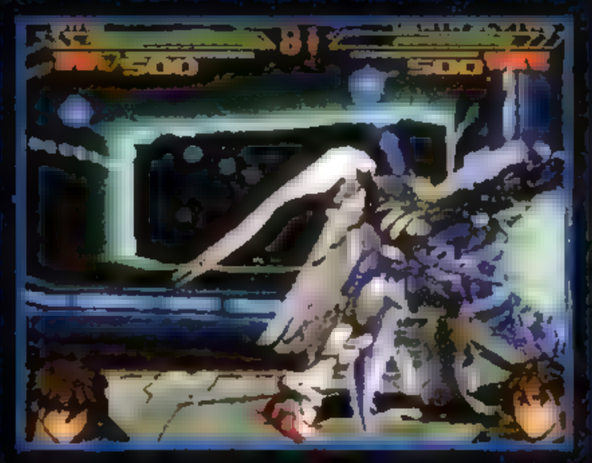
- You can defend yourself against most attacks by using a dodge move or a bubble shield.
- Whether you can use a dodge or shield move depends on your type of mobile suit.
- You cannot use these when your Thruster Gauge is empty.
- If you press the directional button ⬆ during a dodge, it will become an aerial dodge.



STUN ATTACK

STUN ATTACK: Get close to enemy mobile suit and press ➡+ Strong Punch △.

- Stun attack paralyzes your enemy momentarily.
- Stun attack can be dodged.



MEGA SPECIAL ATTACK

MEGA SPECIAL ATTACK: Press ⬇➡ and then any 2 attack buttons (✕,○,□,△) simultaneously.

BURNING GUNDAM

ATTACK COMMANDS

Vulcan Guns	↓→+Punch ● ●
Burning Finger	↓←+Punch
Tenkyoken	←↓→+Punch
Burning Finger Sword	→↓←+Punch Δ ●
Sekiha Tenkyoken	↓→+✱ Δ

SKILL MOVES

Knee Kick	↓+ ⊗ ∞
High Kick	↓+ ◎ ∞

(These commands assume player is facing right.)

Δ = Ground Technique
∞ = Aerial Technique
● = Effect varies weak or strong
● = Ammo Consuming Technique
● = Unblockable Technique
✱ = Mega Special Attack
↓→+ any 2 Attack Buttons (⊗,◎,□,△)

GUNDAM WING ZERO CUSTOM

ATTACK COMMANDS

Machine Cannon	↓↘→+Punch ● ●
Twin Buster Rifle	↓↙←+Punch
Bird Tackle	↓↙←+Kick
Rising Bird Tackle	→↓↘→+Kick
Beam Sabre	→↓↙←+Punch △ ●
Final Twin Buster Rifle	↓↘→+✱ △

SKILL MOVE

Hovering	↓ ∞

(These commands assume player is facing right.)

△ = Ground Technique
∞ = Aerial Technique
● = Effect varies weak or strong
● = Ammo Consuming Technique
● = Unblockable Technique
✱ = Mega Special Attack
↓↘→+ any 2 Attack Buttons (✕,○,□,△)

GUNDAM MAXTER

ATTACK COMMANDS

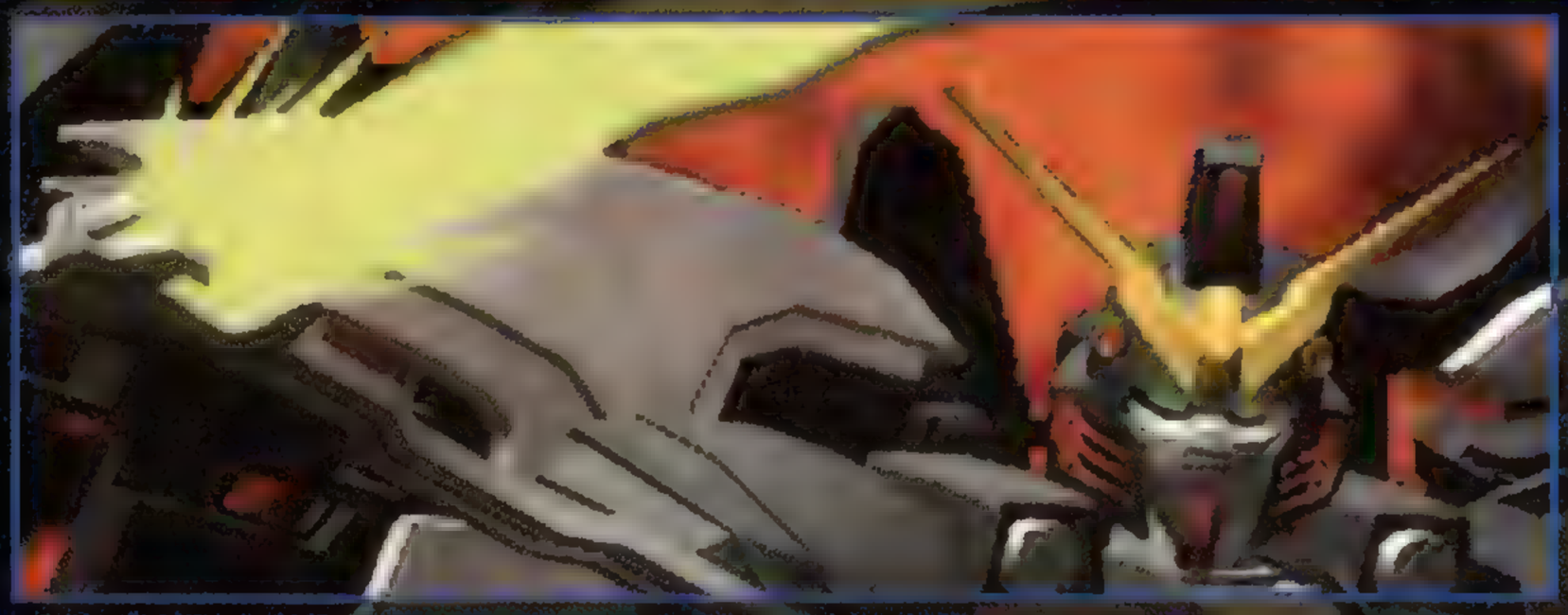
Twin Magnum	↓→+Punch	● ●
Burning Punch	↓←+Punch	△
Double Step	↓←+Kick	△ ●
Gigantic Magnum	→↓←+Punch	△ ●
Machine Gun Punch	↓→+✱	△

SKILL MOVES

Step Up	→+ ◎	△
Mid-air Jab	↑+ ▣	∞
Mid-air Uppercut	↑+ △	∞

(These commands assume player is facing right.)

△ = Ground Technique
∞ = Aerial Technique
● = Effect varies weak or strong
● = Ammo Consuming Technique
● = Unblockable Technique
✱ = Mega Special Attack
↓→+ any 2 Attack Buttons (✕,◎,▣,△)



GUNDAM DEATHSCYTHE HELL CUSTOM

ATTACK COMMANDS

Vulcan Guns	↓→+Punch ○ ●
Scissor Up	→↓→+Punch △ ●
Beam Sickle	↓←+Punch
Hell Scissors	↓→+✱ ○

SKILL MOVES

Sickle Swing Down	△ △ ●
Sickle Swing Up	↓+△ △ ●
Air Sickle Swing	△ ∞ ●

(These commands assume player is facing right.)

△ = Ground Technique
∞ = Aerial Technique
● = Effect varies weak or strong
● = Ammo Consuming Technique
● = Unblockable Technique
✱ = Mega Special Attack
↓→+ any 2 Attack Buttons (✕,○,□,△)

GUNDAM RX-78

ATTACK COMMANDS

Beam Rifle	↓→+Punch ● ●
Hammer Punch	←↓→+Punch Δ
Helmet Hit	↓←+Punch Δ ●
Beam Saber	→↓←+Punch Δ ●
Gundam Javelin	→↓←+Punch ∞ ●
Gundam Hammer	↓→+✱ Δ

(These commands assume player is facing right.)

Δ = Ground Technique
∞ = Aerial Technique
● = Effect varies weak or strong
● = Ammo Consuming Technique
● = Unblockable Technique
✱ = Mega Special Attack
↓→+ any 2 Attack Buttons (✕,○,□,△)

ZAKU II

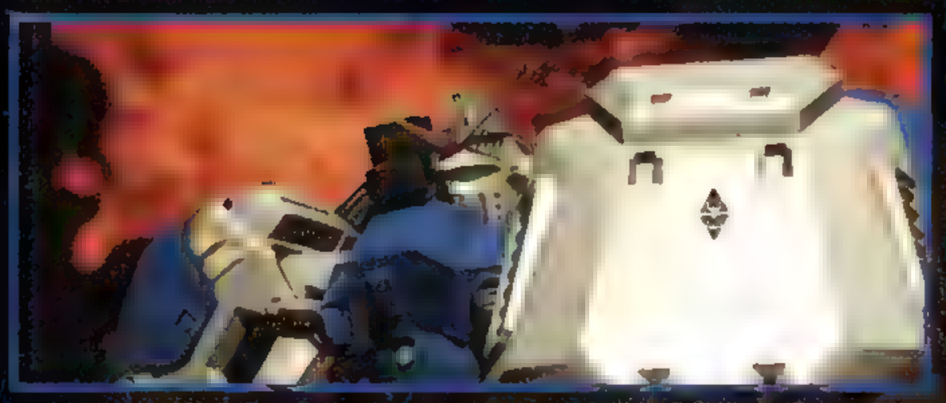
ATTACK COMMANDS

Zaku Machine Gun	↓↘+Punch ● ●
Cracker	↓↙+Punch
Rising Tackle	↓↘+Kick
Cracker Special	↓↘+✱ △

SKILL MOVES

Shoulder Tackle	→+◎ △
Stomping	↓+◎ ∞

(These commands assume player is facing right.)



GP-02A

△ = Ground Technique
∞ = Aerial Technique
● = Effect varies weak or strong
● = Ammo Consuming Technique
● = Unblockable Technique
✱ = Mega Special Attack
↓↘+ any 2 Attack Buttons (✕,○,□,△)

ATTACK COMMANDS

Hyper Bazooka	↓↘+Punch ○ ●
Shield Buster	↓↘+Kick
Beam Saber	→↓↙+Punch △ ●
Atomic Bazooka	↓↘+✱ △

SKILL MOVES

Shield Smash	→+△ △
Shield Tackle	↓+✕ △
Shield Turn	↓+△ ∞

(These commands assume player is facing right.)

GUNDAM ROSE

ATTACK COMMANDS

Vulcan Guns	↓↘+Punch ● ●
Lightening Shoot	↓↙+Punch
Kick & Saber	←↓↘+Punch
Saber Rondo	→↓↙+Punch △ ●
Rose Hurricane	↓↘+✱ △

SKILL MOVES

Step Up	→+△ △
Down Slash	↓+△ ∞
Up Slash	↑+△
Saber Lunge	Mid-Saber Rise □ or △

(These commands assume player is facing right.)

BOLT GUNDAM

△ = Ground Technique
∞ = Aerial Technique
● = Effect varies weak or strong
● = Ammo Consuming Technique
● = Unblockable Technique
✱ = Mega Special Attack
↓↘+ any 2 Attack Buttons (✕,○,□,△)

ATTACK COMMANDS

Vulcan Guns	↓↘+Punch ● ●
Graviton Hammer	↓↙+Punch △
Double Punch	→↓↙+Punch △ ●
Gaia Crusher	↓↘+✱ △

SKILL MOVES

Straight Punch	→+△ △
Dash Shot Kick	→+○ △
Heavy Press	↓+○ ∞

(These commands assume player is facing right.)

GUNDAM HEAVY ARMS CUSTOM

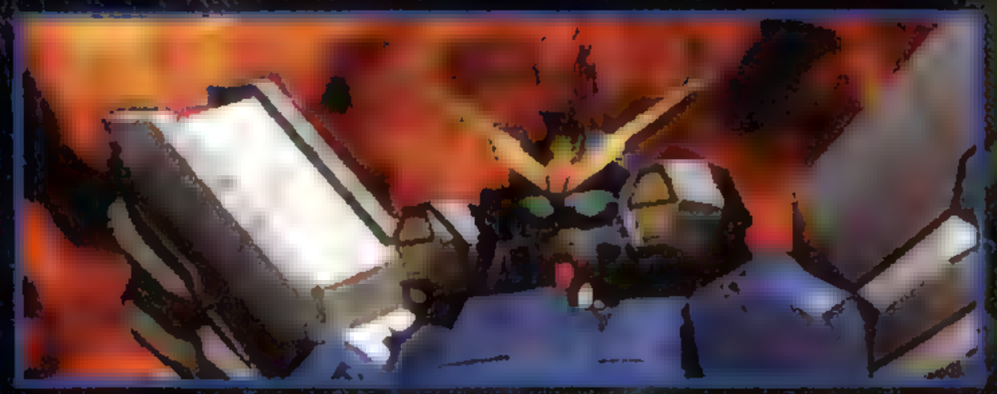
ATTACK COMMANDS

Double Gatlin	↓→+Punch	● ●
Anti-air Shot	→↓→+Punch	△
Spark Missile	→↓←+Punch	△ ●
Full Fire	↓→+✱	△

SKILL MOVES

Stay Missile	←+□	△
Gatlin Press	↓+△	∞

(These commands assume player is facing right.)



GUNDAM SANDROCK CUSTOM

ATTACK COMMANDS

Vulcan Guns	↓→+Punch	● ●
Shotel Slice	↓←+Punch	●
Shotel Throw	→↓→+Punch	△ ●
Shotel Hunt	→↓←+Punch	△ ●
Earth Slash	↓→+✱	△

SKILL MOVE

Blazer End	Mid-Shoutel Carnival ⊗ or ◎

(These commands assume player is facing right.)

△ = Ground Technique
∞ = Aerial Technique
● = Effect varies weak or strong
● = Ammo Consuming Technique
● = Unblockable Technique
✱ = Mega Special Attack
↓→+ any 2 Attack Buttons (⊗,◎,□,△)

ALTRON GUNDAM

ATTACK COMMANDS

Vulcan	↓→+Punch ○ ●
Dragon Hang	↓←+Punch
Guard Jump	↓←+Kick ●
Helmet Hit	→↓←+Punch △ ●
Altron Claw	↓→+✱ △

SKILL MOVE

Long Punch	→+△ △

(These commands assume player is facing right.)

DRAGON GUNDAM

ATTACK COMMANDS

Dragon Fire	↓→+Punch ○
Dragon Flame	↓←+Punch ●
Fei Long Flag	↓→+Kick △ ●
Fei Long Attack	→↓←+Punch △ ●
Shin Ryusei Kockoken	↓→+✱

SKILL MOVES

Dragon Punch	→+△ △
Stomping	↓+◎ ∞

(These commands assume player is facing right.)

△ = Ground Technique
∞ = Aerial Technique
● = Effect varies weak or strong
● = Ammo Consuming Technique
● = Unblockable Technique
✱ = Mega Special Attack
↓→+ any 2 Attack Buttons (✕,◎,□,△)

ν GUNDAM

ATTACK COMMANDS

Beam Rifle	↓→+Punch ● ●
Jumping Knee	↓→+Kick
Beam Saber	→↓←+Punch △ ●
Funnel Dispatch	←↓→+Punch
Funnel Attack (after dispatch)	↓→+Punch

(These commands assume player is facing right.)

SAZABI

ATTACK COMMANDS

Beam Shot Rifle	↓→+Punch ● ●
Spin Kick	↓←+Kick
Beam Axe	→↓←+Punch △ ●
Beam Shot Flush	↓→+✱

SKILL MOVE

Hover Slide Kick	↓+◎ △

(These commands assume player is facing right.)

△ = Ground Technique
∞ = Aerial Technique
● = Effect varies weak or strong
● = Ammo Consuming Technique
● = Unblockable Technique
✱ = Mega Special Attack
↓→+ any 2 Attack Buttons (⊗,◎,□,△)

MASTER GUNDAM

ATTACK COMMANDS

Darkness Finger	↓↘+Punch	Δ
Tenkyoken	←↓↘+Punch	
Horizontal Kick	↓↘+Kick	Δ
Darkness Wave	→↓←+Punch	Δ ●
Sekiha Tenkyoken	↓↘+✱	Δ

SKILL MOVES

Standing Trip	←+◎	Δ
Trample	↓+◎	∞
Continuous Knee Kick	◎ continual	∞

(These commands assume player is facing right.)

TALLGEESE III

ATTACK COMMANDS

Mega Canon	↓↘+Punch	● ●
Mega Canon Plus	↓↘+Kick	● ●
Hide Whip	↓←+Punch	Δ
Beam Saber	→↓←+Punch	Δ ●
Mega Canon Max Mode	↓↘+✱	Δ

SKILL MOVE

Hammer Knuckle	↓+△	∞

(These commands assume player is facing right.)

Δ = Ground Technique
∞ = Aerial Technique
● = Effect varies weak or strong
● = Ammo Consuming Technique
● = Unblockable Technique
✱ = Mega Special Attack
↓↘+ any 2 Attack Buttons (✕,○,□,△)

90-DAY LIMITED WARRANTY

Bandai America Incorporated (Bandai) warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Bandai will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling: 1-714-816-9500. Our Customer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.
3. If the Bandai Service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Bandai America Incorporated
   Consumer Service Department
   5551 Katella Avenue
   Cypress, CA 90630

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai Service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Bandai, enclosing a check or money order for $10.00 payable to Bandai America Incorporated. Bandai will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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PlayStation

BANDAI

TEEN
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CONTENT RATED BY ESRB

Violence